

State Management

Play+ State Management Helper Introduction ■ In the Play+ ecosystem, application state should be predictable, resilient, and easy to reason about. This guide is based on the concept of Resilience by Abstraction, providing a standardized way to handle local, global, and asynchronous state. A well-architected state management system is crucial for building complex, data-driven applications. Our approach establishes consistent patterns that align with our core design pillars: creating a Distinct and readable architecture, providing an Intuitive API that minimizes boilerplate, and supporting an Inclusive experience by enabling accessible and observable state changes.

Package Info ■ The Play+ state management helpers and patterns are integrated into the Golden Path starter kit. For existing projects, the core utilities can be installed via a dedicated package.

Package / Path Description

Golden Path (Recommended)	Pre-installed (/src/stores or /src/app/core)	Uplift Path
npm install @playplus/state	Folder Reference	State management follows our standardized folder structure, separating global state logic from component or feature logic.

File / Directory Purpose & Guidelines

src/stores/ (React)	The recommended location for global Zustand store definitions (e.g., auth.store.ts).
src/app/core/services/ (Angular)	The recommended location for stateful services that use RxJS Subjects.
config/play.state.config.json	An optional file for overriding default state management behaviors and linting rules.

Helper - Pillars Alignment ■ A predictable state management strategy is fundamental to our design philosophy.

Pillar How This Helper Aligns

Intuitive	Primary Pillar: Abstracts the complexity of libraries like Zustand and RxJS into a simple, predictable pattern.
Distinct	Enforces a consistent, structured state architecture across all applications, making them easier to navigate and maintain.
Adaptive	A well-managed state allows the UI to react fluidly and reliably to data changes, adapting to user interactions seamlessly.

Helper Overview ■ The Play+ state management solution provides a set of patterns and a smart store factory (createPlayStore) to abstract the plumbing of state management. Instead of setting up stores from scratch, developers use our pre-configured helper that bakes in best practices for immutability, performance, and debuggability. It automates and simplifies:

- Store Creation** : A single function, createPlayStore, sets up a global store with middleware for logging and immutability checks.
- Immutability** : Automatically uses immer behind the scenes to prevent direct state mutations, a common source of bugs.
- CI/CD Validation** : The toolchain includes scripts to lint for common state management pitfalls, such as storing derived state or creating un-optimized selectors.
- Automated Logging** : When integrated with playlog, all state

mutations can be automatically logged, providing a clear audit trail for debugging. The goal is for developers to define their state shape and actions, and trust that the system is handling the underlying complexity and enforcement correctly.

Config Options

Optional overrides for state management behavior can be placed in config/play.state.config.json	Config Variable	Default Value	Description	Recommended Value
storeNaming	PascalCase	Enforces a naming convention for store files (e.g., AuthStore.ts)		
PascalCase enforceSelectors	true	If true, the linter will warn against selecting the entire state object in components.		true
allowDerivedState	false	If false, the linter will flag instances where derived data is stored in state.		false
immutability strict	The level of immutability enforcement.	strict uses immer		strict

Helper Methods

- Core Methods**
 - Method Name** **Description** **Signature**
 - createPlayStore** Factory function to create Zustand stores with Play+ middleware.
`createPlayStore<T>(initializer: StateCreator<T>, options?: { debug: boolean }): StoreApi<T>`
 - createStateService** Factory function to create Angular state services with RxJS.
`createStateService<T>(initialState: T): StateService<T>`
 - withPlayMiddleware** Adds Play+ middleware to existing stores.
`withPlayMiddleware<T>(store: StoreApi<T>): StoreApi<T>`
 - validateState** Validates state structure and immutability.
`validateState<T>(state: T, schema: StateSchema): ValidationResult`

Angular Integration

- PlayStateService** Angular service wrapper that integrates with Play+ logging and provides component-specific state management utilities.

```
import { PlayStateService } from '../services/playstate.service';
@Component ( { ... } ) export class MyComponent {
  constructor ( private playState : PlayStateService ) { }
  ngOnInit ( ) { // Subscribe to state changes this . playState . select ( 'user' ) . subscribe ( user => { this . currentUser = user ; } ) ; }
  updateUser ( user : User ) { // Dispatch state change this . playState . dispatch ( 'setUser' , user ) ; } }
}
```

State Directive

- Automatically manages component state and provides utilities.

```
<!-- Manage component state -->
<div playState = " user-profile " [stateConfig] = " userStateConfig " >
  <app-user-form >
  </ app-user-form >
</ div >
```

State Pipe

- Provides state utilities in templates.

```
<!-- Select state in template -->
<div >
</ div >
<!-- Transform state -->
<div >
</ div >
```

React: Creating and Using a Global Auth Store

```
// src/stores/auth.store.ts
import { createPlayStore } from "@playplus/state";
import { User } from "../types";
interface AuthState {
  user : User | null ;
  isAuthenticated : boolean ;
  setUser : ( user : User | null ) => void ;
}
// Define the store using the helper
export const useAuthStore = createPlayStore < AuthState > ( ( set ) => ( {
  user : null ,
  isAuthenticated : false ,
  setUser : ( user ) => set ( { user : user , isAuthenticated : !! user , } ) ,
} ) ) ;
// src/components/LoginButton.tsx
import { useAuthStore } from "../stores/auth.store";
function LoginButton ( ) { // Use a selector to get only the 'setUser' action to prevent unnecessary re-renders
  const setUser = useAuthStore ( ( state ) => state .
```

```

setUser ) ; const handleLogin = ( ) => { const fakeUser = { id : "1" , name : "Jane Doe" } ;
setUser ( fakeUser ) ; } ; return < button onClick = { handleLogin } > Log In </ button > ; }

```

Angular: A Stateful Service with RxJS ■ // src/app/core/services/auth.store.service.ts

```

import { Injectable } from "@angular/core" ; import { BehaviorSubject , map } from "rxjs" ; import {
User } from "../models" ; interface AuthState { user : User | null ; isAuthenticated : boolean ; }
@ Injectable ( { providedIn : "root" } ) export class AuthStoreService { private readonly state$
= new BehaviorSubject < AuthState > ( { user : null , isAuthenticated : false , } ) ; // Expose
state as observables readonly user$ = this . state$ . pipe ( map ( ( s ) => s . user ) ) ;
readonly isAuthenticated$ = this . state$ . pipe ( map ( ( s ) => s . isAuthenticated ) ) ; //
Actions to mutate state setUser ( user : User | null ) : void { this . state$ . next ( { user ,
isAuthenticated : !! user , } ) ; } } Basic Usage Examples ■ import { createPlayStore } from
"@playplus/state" ; // Create a simple counter store interface CounterState { count : number ;
increment : ( ) => void ; decrement : ( ) => void ; reset : ( ) => void ; } export const
useCounterStore = createPlayStore < CounterState > ( ( set ) => ( { count : 0 , increment : ( )
=> set ( ( state ) => ( { count : state . count + 1 } ) ) , decrement : ( ) => set ( ( state ) => ( {
count : state . count - 1 } ) ) , reset : ( ) => set ( { count : 0 } ) , } ) ) ; // Use in component
function Counter ( ) { const { count , increment , decrement , reset } = useCounterStore ( ) ;
return ( < div > < p > Count : { count } < / p > < button onClick = { increment } > + < / button >
< button onClick = { decrement } > - < / button > < button onClick = { reset } > Reset < /
button > < / div > ) ; } Additional Info ■ Why We Created This Helper ■ State management is
one of the most complex parts of modern web development. Without a standardized
approach, projects can suffer from: Inconsistent patterns across different features. Bugs from
direct state mutation. Poor performance from un-optimized component re-renders. Difficulty
debugging state changes. The Play+ state management helper provides an opinionated,
production-ready pattern that solves these problems. It abstracts the boilerplate of setting up
robust stores and provides automated checks, allowing developers to manage state
confidently and consistently. State Management Principles ■ 1. Single Source of Truth ■
Each piece of state has a single, authoritative location No duplicate state across different
stores or services Clear data flow from source to consumers 2. Immutability ■ State is never
mutated directly All changes go through defined actions/methods Automatic immutability
enforcement with immer 3. Predictable Updates ■ State changes follow a clear, predictable
pattern Actions are the only way to modify state Changes are logged and traceable 4.
Performance Optimization ■ Components subscribe only to the state they need Automatic
memoization of selectors Efficient re-rendering with shallow equality checks Best Practices ■
DO ■ Use selectors : Subscribe to the smallest piece of state necessary Define actions : All

```

state mutations should go through defined actions Keep state normalized : Avoid nested objects and arrays when possible Use TypeScript : Define interfaces for all state shapes Test state logic : Unit test your state actions and selectors Log state changes : Use playlog to track state mutations DON'T ■ Mutate state directly : Never modify state outside of actions Store derived data : Calculate derived values in components or selectors Create multiple stores for the same domain : Use a single store per domain Subscribe to entire state : Use selectors to get only what you need Ignore performance : Monitor re-renders and optimize selectors Security Considerations ■ State validation : Validate state structure and types Access control : Ensure sensitive state is properly protected Audit logging : Log all state mutations for debugging Error boundaries : Handle state errors gracefully Forbidden Patterns

■ Direct State Mutation ■ // DON'T: Mutate state directly const state = useAuthStore . getState () ; state . user = newUser ; // This will cause issues // DO: Use actions const setUser = useAuthStore . getState () . setUser ; setUser (newUser) ; Storing Derived State ■ // DON'T: Store derived data interface UserState { firstName : string ; lastName : string ; fullName : string ; // Derived from firstName + lastName } // DO: Calculate in component or selector const fullName = useMemo (() => ` \${ firstName } \${ lastName } ` , [firstName , lastName]) ; Multiple Stores for Same Domain ■ // DON'T: Create multiple stores for auth const useAuthStore = createPlayStore (...) ; const useUserStore = createPlayStore (...) ; // Duplicate! // DO: Use a single store const useAuthStore = createPlayStore < AuthState > ({ user : null , isAuthenticated : false , setUser : (user) => set ({ user , isAuthenticated : !! user }) , }) ; Subscribing to Entire State ■ // DON'T: Subscribe to entire state const state = useAuthStore () ; // Causes unnecessary re-renders // DO: Use selectors const user = useAuthStore ((state) => state . user) ; const isAuthenticated = useAuthStore ((state) => state . isAuthenticated) ; Required Patterns ■ Use Actions for State Changes ■ // Always use actions to modify state interface CounterState { count : number ; increment : () => void ; decrement : () => void ; } export const useCounterStore = createPlayStore < CounterState > ((set) => ({ count : 0 , increment : () => set ((state) => ({ count : state . count + 1 })) , decrement : () => set ((state) => ({ count : state . count - 1 })) , })) ; Use Selectors for State Access ■ // Always use selectors to access state function UserProfile () { const user = useAuthStore ((state) => state . user) ; const isAuthenticated = useAuthStore ((state) => state . isAuthenticated) ; if (! isAuthenticated) return < LoginPrompt / > ; return < div > Welcome , { user ? . name } ! < / div > ; } Normalize State Structure ■ // Keep state normalized interface AppState { users : Record < string , User > ; posts : Record < string , Post > ; currentUserId : string | null ; } // Instead of nested objects interface BadState { users : User [] ; posts : Post [] ; } Type Your State ■ // Always define TypeScript interfaces interface

```

AuthState { user : User | null ; isAuthenticated : boolean ; isLoading : boolean ; error : string |
null ; setUser : ( user : User | null ) => void ; setLoading : ( loading : boolean ) => void ;
setError : ( error : string | null ) => void ; }
Testing ■ Unit Testing Stores ■ describe (
"AuthStore" , ( ) => { it ( "should set user and update authentication status" , ( ) => { const
user = { id : "1" , name : "John Doe" } ; act ( ( ) => { useAuthStore . getState ( ) . setUser (
user ) ; } ) ; const state = useAuthStore . getState ( ) ; expect ( state . user ) . toEqual ( user )
; expect ( state . isAuthenticated ) . toBe ( true ) ; } ) ; it ( "should clear user on logout" , ( ) =>
{ act ( ( ) => { useAuthStore . getState ( ) . setUser ( null ) ; } ) ; const state = useAuthStore .
getState ( ) ; expect ( state . user ) . toBeNull ( ) ; expect ( state . isAuthenticated ) . toBe (
false ) ; } ) ; } ) ; Integration Testing ■ describe ( "UserProfile Component" , ( ) => { it ( "should
display user information" , ( ) => { const user = { id : "1" , name : "John Doe" } ; useAuthStore
. setState ( { user , isAuthenticated : true } ) ; render ( < UserProfile / > ) ; expect ( screen .
getByText ( "John Doe" ) ) . toBeInTheDocument ( ) ; } ) ; } ) ; Testing Checklist ■ Test all
state actions Test state selectors Test error handling Test performance with large state Test
integration with components Test state persistence (if applicable) Monitoring and Analytics ■
State Metrics ■ State Size : Monitor the size of state objects Mutation Frequency : Track how
often state changes Selector Performance : Monitor selector execution time Re-render
Frequency : Track component re-renders Performance Monitoring ■ // Monitor state
mutations const originalSetState = useAuthStore . setState ; useAuthStore . setState = (
partial , replace ) => { const start = performance . now ( ) ; originalSetState ( partial , replace )
; const duration = performance . now ( ) - start ; if ( duration > 10 ) { playlog . warn ( "Slow
state mutation" , { duration , stateKeys : Object . keys ( partial ) , } ) ; } } ; Standards and
Enforcement ■ State Integrity ■ Rule Area Description Implementation Details Derived State
Never store derived values. Enforced by play:state:check lint script. Singleton Stores Avoid
multiple stores for the same domain. Warns on duplicate store IDs during bootstrap.
Subscription Boundaries Detect components that re-render too often. Profiler plugin or RxJS
scheduler tracing. Security & Stability ■ Area Description Rule IDs / Notes Immutable State
Prevent direct mutation of state objects. Enforced by eslint-plugin-immutable and immer usage in
createPlayStore . Retry Budget Detect repeated failed state transitions. Async state patterns
log failures with counter buckets. Framework-Specific Enforcement ■ React ■ Concern
Enforcement Details Rule ID(s) useStore Selector Prevent stale selector traps and excessive
re-renders. useShallow or other equality functions are recommended. Suspense Boundaries
Required for async-heavy global state. Enforced via a Higher-Order Component (HOC)
wrapper. Angular ■ Concern Rule ID(s) / Notes Component Inputs Must use Observables for
shared state. strictChangeDetection rule in tsconfig.json . Subject Abuse Flag manual

```

subscriptions that are not unsubscribed. ESLint plugin-rxjs with strict mode. IDE Setup and Manual Scripts ■ VS Code Configuration ■ { "eslint.validate" : ["typescript" , "javascript"] , "editor.codeActionsOnSave" : { "source.fixAll.eslint" : true } } Manual Scripts ■ Script Command Description Check for violations npm run play:state:check Runs the state linter across the project. Generate a report npm run play:state:report Creates a report on unused keys and re-render optimization. Troubleshooting Common Issues ■ Problem: Unused state keys are accumulating in the store. ■ Symptoms : Large store files, properties that are never used. Fix : Run npm run play:state:report and work with your team to prune unused keys. Problem: UI doesn't re-render after a state change. ■ Symptoms : The state seems to change in devtools, but the UI is stale. Fix : This is almost always a direct state mutation. Ensure you are using the spread syntax ({ ...state, ...newState }) or the set function provided by the store, which uses immer to handle immutability for you. Problem: Performance issues with large state. ■ Symptoms : Slow re-renders, high memory usage. Fix : Use selectors to subscribe to only the necessary state, and consider splitting large stores into smaller, focused stores. Problem: State is not persisting across page reloads. ■ Symptoms : State resets when the page is refreshed. Fix : Implement state persistence using the persistence middleware or localStorage integration. Integration with Other Play+ Systems ■ Logging Integration ■ // State mutations are automatically logged const useAuthStore = createPlayStore < AuthState > ((set) => ({ user : null , setUser : (user) => { playlog . info ("User state updated" , { userId : user ? . id }) ; set ({ user }) ; } , })) ; Error Handling Integration ■ // Handle state errors gracefully const setUser = (user : User) => { try { useAuthStore . getState () . setUser (user) ; } catch (error) { playerror . report (error , { component : "AuthStore" , action : "setUser" , }) ; } } ; Performance Integration ■ // Monitor state performance const useOptimizedStore = createPlayStore < State > ((set) => ({ // ... state }) , { middleware : [(store) => (next) => (action) => { const start = performance . now () ; const result = next (action) ; const duration = performance . now () - start ; if (duration > 5) { playperf . warn ("Slow state action" , { action , duration }) ; } return result ; } ,] , }) ; Migration Guide ■ From Manual Zustand Store ■ // Before import { create } from "zustand" ; const useStore = create ((set) => ({ count : 0 , increment : () => set ((state) => ({ count : state . count + 1 })) , })) ; // After import { createPlayStore } from "@playplus/state" ; const useStore = createPlayStore ((set) => ({ count : 0 , increment : () => set ((state) => ({ count : state . count + 1 })) , })) ; From Redux ■ // Before (Redux) const initialState = { count : 0 } ; const counterReducer = (state = initialState , action) => { switch (action . type) { case "INCREMENT" : return { ... state , count : state . count + 1 } ; default : return state ; } } ; // After (Play+ State) const useCounterStore = createPlayStore ((

```
set) => ( { count : 0 , increment : ( ) => set ( ( state ) => ( { count : state . count + 1 } ) ) , } ) ) ;
```

From Angular Services ■ // Before @ Injectable () export class StateService { private state = new BehaviorSubject ({ count : 0 }) ; state\$ = this . state . asObservable () ; increment () { this . state . next ({ count : this . state . value . count + 1 }) ; } } // After @ Injectable () export class StateService extends PlayStateService < { count : number } > { constructor () { super ({ count : 0 }) ; } increment () { this . dispatch ("increment") ; } } Async/Server State ■ While this guide focuses on client state, Play+ recommends using a dedicated library like TanStack Query (React Query) for managing server cache, which is a different type of state. Our helpers are fully compatible with this approach. Integration with TanStack Query ■ // Use Play+ state for client state const useAuthStore = createPlayStore < AuthState > ((set) => ({ user : null , setUser : (user) => set ({ user }) , })) ; // Use TanStack Query for server state const useUsers = () => { return useQuery ({ queryKey : ["users"] , queryFn : () => fetchUsers () , }) ; } ;

Developer Checklist ■ Is my global state defined in the stores (React) or core/services (Angular) directory? Am I avoiding storing derived data in my state? (e.g., calculating fullName from firstName and lastName in the component instead of storing it). In React components, am I using selectors to subscribe to the smallest piece of state necessary? Are all state mutations happening through dedicated actions/methods, not by direct manipulation? Have I considered if this piece of state truly needs to be global, or can it be local component state? Am I using TypeScript interfaces for all state shapes? Have I tested my state actions and selectors? Am I monitoring state performance and re-renders? Have I implemented proper error handling for state operations? Am I using the persistence middleware if state needs to survive page reloads?

Summary ■ The Play+ state management system provides:

- Predictable State : Immutable state with clear update patterns
- Performance Optimized : Efficient selectors and minimal re-renders
- Developer Friendly : Simple API that enforces best practices
- Type Safe : Full TypeScript support with strict typing
- Debugging Ready : Built-in logging and devtools integration
- Testing Ready : Easy to test actions and selectors
- Framework Agnostic : Works with React, Angular, and other frameworks

State management should be boring. Focus on your business logic, not the plumbing.

```
import { PlayStateService } from '../services/playstate.service';

@Component({...})
export class MyComponent {
  constructor(private playState: PlayStateService) {}

  ngOnInit() {
    // Subscribe to state changes
  }
}
```

```

        this.playState.select('user').subscribe(user => {
            this.currentUser = user;
        });
    }

    updateUser(user: User) {
        // Dispatch state change
        this.playState.dispatch('setUser', user);
    }
}

---

<!-- Manage component state -->
<div playState="user-profile" [stateConfig]="userStateConfig">
    <app-user-form></app-user-form>
</div>

---

<!-- Select state in template -->
<div>{{ 'user.name' | playState }}</div>

<!-- Transform state -->
<div>{{ 'user.profile' | playState:'formatProfile' }}</div>

---

// src/stores/auth.store.ts
import { createPlayStore } from "@playplus/state";
import { User } from "../types";

interface AuthState {
    user: User | null;
    isAuthenticated: boolean;
    setUser: (user: User | null) => void;
}

// Define the store using the helper
export const useAuthStore = createPlayStore<AuthState>((set) => ({
    user: null,
    isAuthenticated: false,
    setUser: (user) =>
        set({
            user: user,
            isAuthenticated: !!user,
        }),
})));

```

```
// src/components/LoginButton.tsx
import { useAuthStore } from "../../stores/auth.store";

function LoginButton() {
  // Use a selector to get only the 'setUser' action to prevent unnecessary re-renders
  const setUser = useAuthStore((state) => state.setUser);

  const handleLogin = () => {
    const fakeUser = { id: "1", name: "Jane Doe" };
    setUser(fakeUser);
  };

  return <button onClick={handleLogin}>Log In</button>;
}
```

```
// src/app/core/services/auth.store.service.ts
import { Injectable } from "@angular/core";
import { BehaviorSubject, map } from "rxjs";
import { User } from "../../models";

interface AuthState {
  user: User | null;
  isAuthenticated: boolean;
}

@Injectable({ providedIn: "root" })
export class AuthStoreService {
  private readonly state$ = new BehaviorSubject<AuthState>({
    user: null,
    isAuthenticated: false,
  });

  // Expose state as observables
  readonly user$ = this.state$.pipe(map((s) => s.user));
  readonly isAuthenticated$ = this.state$.pipe(map((s) => s.isAuthenticated));

  // Actions to mutate state
  setUser(user: User | null): void {
    this.state$.next({
      user,
      isAuthenticated: !!user,
    });
  }
}
```

```
import { createPlayStore } from "@playplus/state";
```

```

// Create a simple counter store
interface CounterState {
  count: number;
  increment: () => void;
  decrement: () => void;
  reset: () => void;
}

export const useCounterStore = createPlayStore<CounterState>((set) => ({
  count: 0,
  increment: () => set((state) => ({ count: state.count + 1 })),
  decrement: () => set((state) => ({ count: state.count - 1 })),
  reset: () => set({ count: 0 }),
}));

// Use in component
function Counter() {
  const { count, increment, decrement, reset } = useCounterStore();

  return (
    <div>
      <p>Count: {count}</p>
      <button onClick={increment}>+</button>
      <button onClick={decrement}>-</button>
      <button onClick={reset}>Reset</button>
    </div>
  );
}

```

```

// DON'T: Mutate state directly
const state = useAuthStore.getState();
state.user = newUser; // This will cause issues

// DO: Use actions
const setUser = useAuthStore.getState().setUser;
setUser(newUser);

```

```

// DON'T: Store derived data
interface UserState {
  firstName: string;
  lastName: string;
  fullName: string; // Derived from firstName + lastName
}

// DO: Calculate in component or selector
const fullName = useMemo(
  () => `${firstName} ${lastName}`,

```

```

    [firstName, lastName]
  );

---

// DON'T: Create multiple stores for auth
const useAuthStore = createPlayStore(...);
const useUserStore = createPlayStore(...); // Duplicate!

// DO: Use a single store
const useAuthStore = createPlayStore<AuthState>({
  user: null,
  isAuthenticated: false,
  setUser: (user) => set({ user, isAuthenticated: !!user }),
});

---

// DON'T: Subscribe to entire state
const state = useAuthStore(); // Causes unnecessary re-renders

// DO: Use selectors
const user = useAuthStore((state) => state.user);
const isAuthenticated = useAuthStore((state) => state.isAuthenticated);

---

// Always use actions to modify state
interface CounterState {
  count: number;
  increment: () => void;
  decrement: () => void;
}

export const useCounterStore = createPlayStore<CounterState>((set) => ({
  count: 0,
  increment: () => set((state) => ({ count: state.count + 1 })),
  decrement: () => set((state) => ({ count: state.count - 1 })),
}));

---

// Always use selectors to access state
function UserProfile() {
  const user = useAuthStore((state) => state.user);
  const isAuthenticated = useAuthStore((state) => state.isAuthenticated);

  if (!isAuthenticated) return <LoginPrompt />;

```

```
    return <div>Welcome, {user?.name}!</div>;
  }
}
```

```
// Keep state normalized
interface AppState {
  users: Record<string, User>;
  posts: Record<string, Post>;
  currentUserId: string | null;
}
```

```
// Instead of nested objects
interface BadState {
  users: User[];
  posts: Post[];
}
```

```
// Always define TypeScript interfaces
interface AuthState {
  user: User | null;
  isAuthenticated: boolean;
  isLoading: boolean;
  error: string | null;
  setUser: (user: User | null) => void;
  setLoading: (loading: boolean) => void;
  setError: (error: string | null) => void;
}
```

```
describe("AuthStore", () => {
  it("should set user and update authentication status", () => {
    const user = { id: "1", name: "John Doe" };

    act(() => {
      useAuthStore.getState().setUser(user);
    });

    const state = useAuthStore.getState();
    expect(state.user).toEqual(user);
    expect(state.isAuthenticated).toBe(true);
  });

  it("should clear user on logout", () => {
    act(() => {
      useAuthStore.getState().setUser(null);
    });
  });
});
```

```

        const state = useAuthStore.getState();
        expect(state.user).toBeNull();
        expect(state.isAuthenticated).toBe(false);
    });
});

---

describe("UserProfile Component", () => {
    it("should display user information", () => {
        const user = { id: "1", name: "John Doe" };
        useAuthStore.setState({ user, isAuthenticated: true });

        render(<UserProfile />);

        expect(screen.getByText("John Doe")).toBeInTheDocument();
    });
});

---

// Monitor state mutations
const originalSetState = useAuthStore.setState;
useAuthStore.setState = (partial, replace) => {
    const start = performance.now();
    originalSetState(partial, replace);
    const duration = performance.now() - start;

    if (duration > 10) {
        playlog.warn("Slow state mutation", {
            duration,
            stateKeys: Object.keys(partial),
        });
    }
};

---

{
    "eslint.validate": ["typescript", "javascript"],
    "editor.codeActionsOnSave": {
        "source.fixAll.eslint": true
    }
}

---

// State mutations are automatically logged
const useAuthStore = createPlayStore<AuthState>((set) => ({

```

```

    user: null,
    setUser: (user) => {
      playlog.info("User state updated", { userId: user?.id });
      set({ user });
    },
  }));

```

```

// Handle state errors gracefully
const setUser = (user: User) => {
  try {
    useAuthStore.getState().setUser(user);
  } catch (error) {
    playerror.report(error, {
      component: "AuthStore",
      action: "setUser",
    });
  }
};

```

```

// Monitor state performance
const useOptimizedStore = createPlayStore<State>(
  (set) => ({
    // ... state
  }),
  {
    middleware: [
      (store) => (next) => (action) => {
        const start = performance.now();
        const result = next(action);
        const duration = performance.now() - start;

        if (duration > 5) {
          playperf.warn("Slow state action", { action, duration });
        }

        return result;
      },
    ],
  }
);

```

```

// Before
import { create } from "zustand";

```

```
const useStore = create((set) => ({
  count: 0,
  increment: () => set((state) => ({ count: state.count + 1 })),
}));
```

// After

```
import { createPlayStore } from "@playplus/state";
```

```
const useStore = createPlayStore((set) => ({
  count: 0,
  increment: () => set((state) => ({ count: state.count + 1 })),
}));
```

// Before (Redux)

```
const initialState = { count: 0 };
const counterReducer = (state = initialState, action) => {
  switch (action.type) {
    case "INCREMENT":
      return { ...state, count: state.count + 1 };
    default:
      return state;
  }
};
```

// After (Play+ State)

```
const useCounterStore = createPlayStore((set) => ({
  count: 0,
  increment: () => set((state) => ({ count: state.count + 1 })),
}));
```

// Before

```
@Injectable()
export class StateService {
  private state = new BehaviorSubject({ count: 0 });
  state$ = this.state.asObservable();

  increment() {
    this.state.next({ count: this.state.value.count + 1 });
  }
}
```

// After

```
@Injectable()
export class StateService extends PlayStateService<{ count: number }> {
  constructor() {
    super({ count: 0 });
  }
}
```

```
    increment() {  
      this.dispatch("increment");  
    }  
  }  
}
```

```
// Use Play+ state for client state  
const useAuthStore = createPlayStore<AuthState>((set) => ({  
  user: null,  
  setUser: (user) => set({ user }),  
}));
```

```
// Use TanStack Query for server state  
const useUsers = () => {  
  return useQuery({  
    queryKey: ["users"],  
    queryFn: () => fetchUsers(),  
  });  
};
```